

ABSTRACT OF THE DISCLOSURE

A programmable graphics processor for multithreaded execution of program instructions including a thread control unit. The programmable graphics processor is programmed with program instructions for processing primitive, pixel and vertex data. The thread control unit has a thread storage resource including locations allocated to store thread state data associated with samples of two or more types. Sample types include primitive, pixel and vertex. A number of threads allocated to processing a sample type may be dynamically modified.